A M E N D M E N T S   t o   t h e   C L A I M S

A detailed listing of all claims that are, or were, in the present application is provided below. The status of each claim is identified. Markings indicate any changes that have been made to claims being currently amended by this Amendment.

1. (ORIGINAL) A method, comprising:

   determining a message;

   identifying a game machine;

   determining an occurrence of a trigger condition; and

   outputting the message to a player via the game machine based on the occurrence of the trigger condition.

2. (ORIGINAL) The method of claim 1 wherein determining the message includes determining a status message.

3. (ORIGINAL) The method of claim 1 wherein determining the message includes determining an instructive message.

4. (ORIGINAL) The method of claim 1 wherein determining the message includes determining a communication message.

5. (ORIGINAL) The method of claim 1 wherein determining the message includes determining a promotional message.

6. (ORIGINAL) The method of claim 1 wherein determining the message includes determining an activity-benefit offer.

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7. (ORIGINAL) The method of claim 1 wherein determining the message includes determining a recommendation of a feature on the game machine.

8. (ORIGINAL) A method, comprising:

determining a first message;

determining second message; and

outputting the first message to a player via a game machine based on the second message.

9. (ORIGINAL) The method of claim 8 wherein determining the first message includes determining a status message.

10. (ORIGINAL) The method of claim 8 wherein determining the second message includes determining a status message.

11. (ORIGINAL) The method of claim 8 wherein determining the first message includes determining an instructive message.

12. (ORIGINAL) The method of claim 8 wherein determining the second message includes determining an instructive message.

13. (ORIGINAL) The method of claim 8 wherein determining the first message includes determining a communication message.

14. (ORIGINAL) The method of claim 8 wherein determining the second message includes determining a communication message.

15. (ORIGINAL) The method of claim 8 wherein determining the first message includes determining a promotional message.

16. (ORIGINAL) The method of claim 8 wherein determining the second message includes determining a promotional message.

17. (ORIGINAL) The method of claim 8 wherein determining the first message includes determining an activity-benefit offer.

18. (ORIGINAL) The method of claim 8 wherein determining the second message includes determining an activity-benefit offer.

19. (ORIGINAL) The method of claim 8 wherein determining the first message includes determining a recommendation of a feature on the game machine.

20. (ORIGINAL) The method of claim 8 wherein determining the second message includes determining a recommendation of a feature on the game machine.

21. (ORIGINAL) A method, comprising:

determining a message;

determining a gaming activity of a player; and

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outputting the message to the player via a game machine based on the gaming activity of the player.

22. (ORIGINAL) The method of claim 21 wherein determining the message includes determining a status message.

23. (ORIGINAL) The method of claim 21 wherein determining the message includes determining an instructive message.

24. (ORIGINAL) The method of claim 21 wherein determining the message includes determining a communication message.

25. (ORIGINAL) The method of claim 21 wherein determining the message includes determining a promotional message.

26. (ORIGINAL) The method of claim 21 wherein determining the message includes determining an activity-benefit offer.

27. (ORIGINAL) The method of claim 21 wherein determining the message includes determining a recommendation of a feature on the game machine.

28. (ORIGINAL) A method, comprising:

determining a message;

determining an indication from a player; and

outputting the message to the player via a game machine based on the indication from the player.

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29. (ORIGINAL) The method of claim 28 wherein determining the message includes determining a status message.

30. (ORIGINAL) The method of claim 28 wherein determining the message includes determining an instructive message.

31. (ORIGINAL) The method of claim 28 wherein determining the message includes determining a communication message.

32. (ORIGINAL) The method of claim 28 wherein determining the message includes determining a promotional message.

33. (ORIGINAL) The method of claim 28 wherein determining the message includes determining an activity-benefit offer.

34. (ORIGINAL) The method of claim 28 wherein determining the message includes determining a recommendation of a feature on the game machine.

35. (ORIGINAL) A method, comprising:

determining a message;

determining a representation of the message; and

outputting the representation of the message to a player at a game machine,

wherein determining a representation includes selecting a representation from a plurality of representations.

36. (ORIGINAL) A method, comprising:

determining a message;

determining a first representation of the message and a second representation of the message;

outputting the first representation of the message to a first player at a game machine; and

outputting the second representation of the message to a second player at a game machine;

wherein determining the first representation includes selecting a representation based upon a characteristic of the first player, and

wherein determining the second representation includes selecting a representation based upon a characteristic of the second player.

37. (ORIGINAL) The method of claim 36 wherein the first representation is different from the second representation.

38. (ORIGINAL) A method, comprising:

determining a message;

determining a first representation of the message and a second representation of the message;

outputting the first representation of the message to a first player at a game machine; and

outputting the second representation of the message to a second player at a game machine;

wherein determining the first representation includes selecting a representation based upon an indication by the first player, and

wherein determining the second representation includes selecting a representation based upon an indication by the second player.

39. (ORIGINAL) The method of claim 38 wherein the first representation is different from the second representation.

40. (ORIGINAL) A method, comprising:

determining a message to be output to a player at a game machine; and

suppressing output of the message,

wherein suppressing output of the message includes delaying output of the message until a trigger condition is satisfied.

41. (ORIGINAL) A method, comprising:

identifying a message in a database of messages;

identifying a game machine from among a plurality of game machines;

determining an occurrence of a trigger condition; and

displaying the identified message in a partition on the identified game machine based on the occurrence of the trigger condition,

wherein the partition is a video screen.

42. (ORIGINAL) The method of claim 41 wherein the video screen partition includes a pop-up window.

43. (ORIGINAL) The method of claim 41 wherein the video screen partition includes at least one of a header, a footer, and a sidebar.

44. (ORIGINAL) A method, comprising:

determining a first message;

outputting the first message to a player at a game machine;

determining a second message based on the first message; and

outputting the second message to the player at the game machine based on the first message.

45-54.   (CANCELED)

55. (ORIGINAL) A method, comprising:

determining an occurrence of a trigger condition;

identifying a message in a database of messages based on the trigger condition;

identifying a game machine from among a plurality of game machines based on the message;

suppressing output of the message until a second trigger condition is satisfied; and

displaying the identified message in a partition on the identified game machine upon satisfaction of the second trigger condition,

wherein the partition is a pop-up window, and

wherein the identified message includes a feature recommendation.